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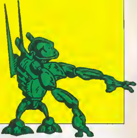
Runs on Spectrum 48K or Commodore 64
SHADOWFIRE

SHADOWFIRE

› OPERATORS MANUAL



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Credits

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Thanks are also due to Ian Weatherburn, Simon Butler and Chas Davies

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Introduction

■ Welcome to the world's first-ever icon-driven adventure **Shadowfire** – rescue from Zoff V.

Mission background

■ At this time starships can jump from star to star using their hyper-drives. They are unable to jump into a planet's orbit. General Zoff, traitor to the Empire exploits this situation. His skyfortress, Zoff V, lurks behind the perilous asteroid belts which ring planet Norgol. There he plots the conquest of the Empire's peaceful worlds.

■ However, plans for a new kind of starship do exist. They propose a craft called **Shadowfire,** able to jump from planet to planet. If Zoff had the plans he could ravage any part of the empire. If the Emperor had the plans he could destroy Zoff.

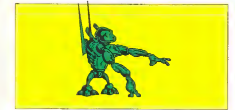
■ Unfortunately, Ambassador Kryxix has the plans, hidden in a micro-disc embedded in his spine. The ambassador is held captive aboard Zoff V. In a few short hours Zoff's inquisitors will discover the plans, unless the Empire's Enigma team can rescue Kryxix.

■ Enigma is a shadowy organisation dedicated to the Emperor's service. Its operatives are the cream of the Empire's legions, the worst of its criminal scum or the latest development in cybernetics. Its mission controllers are dedicated. That is why you have been chosen to head this mission. The Empire commands! Your team awaits!

Game objectives

■ You have one hour and forty minutes to accomplish the **Shadowfire** mission. Using the abilities of the Enigma team you must locate and rescue Ambassador Kryxix, apprehend and capture General Zoff, then capture or destroy the starship Zoff V. You can accomplish these tasks in any order!

■ The mission opens with the Enigma craft moored alongside Zoff V. Your first task is to beam some or all of your team aboard using the abilities of the droid **Manto.**



■ We recommend you briefly read this booklet before undertaking the mission. The instructions which appear under the heading **Mission Briefing** will help you to begin play fast. You may also be aided by the game's self-display facility. This begins after the first screen is reached. You can exit the self-display mode at any time simply by pressing any key.

Loading instructions

■ Commodore 64 (Cassette) Press SHIFT & RUN on the computer, then PLAY on your cassette player. (DISC) Type LOAD ★ 8 1 then press RETURN. Spectrum/Spectrum Plus (Cassette) Type LOAD then press ENTER on the keyboard. Next press PLAY on your cassette player.

1. Getting started

- During loading you will see the colourful **Shadowfire** title screen. After loading you will be presented with a selection menu. You can choose any of the following means to control the Enigma characters

Commodore: Keyboard F1, Digital joystick F3, Analog joystick F5, Light pen F7

Spectrum: Keyboard 1, Kempston 2, Protek 3, Sinclair 4, Fuller 5

2. Keyboard functions and entering commands

Commodore Keyboard

	Up	Down	Left	Right
Top row	←	–	–	
2nd row	All other keys	CTRL	–	
3rd row	Return	All other keys	Run/stop	
Bottom row	–	CBM/Cursor →	Alternate keys	Alternate keys
Space bar	–	–	–	Space bar

Use function key F7 or any Top row key to enter your commands

Spectrum Keyboard

Top row	Use any key to enter your commands			
2nd row	All keys	–	–	–
3rd row	–	All keys	–	–
Bottom row	–		Alternate keys	Alternate keys

Analog joystick (Commodore only)/DIGITAL JOYSTICK (eg. Kempston)
- Use the joystick to move the cursor over the icon of your choice, then press the fire button to ENTER your command

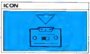
Light pen (eg. Stack) **Commodore 64 only**
- Use the pen to move the cursor over the icon of your choice, then press the command button on the light pen's barrel or any key to ENTER your command

3. Game start/save menu

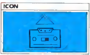
- After choosing the means to control the Enigma characters, you will be presented with the game start/save menu Simply select the **New game** option to begin the mission, this triggers the real time countdown clock

Game save or load

- I Select the appropriate cassette icon

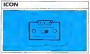


Save game in progress

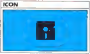


Load a saved game

- II Select medium for data transfer

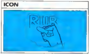


Cassette

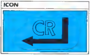


Disc (CBM 64 only)

- III Enter your file name eg SHAD 1, by selecting appropriate letters with the cursor (Make certain this is a unique name!) Use the RUB icon to make spelling corrections



Rub

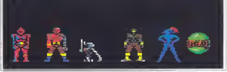


Carriage return

- IV Activate the loading or saving program with the CARRIAGE RETURN icon

Carriage return icon

- V If disc was the selected medium the transfer is completed If cassette is the medium you will be prompted on screen to press the appropriate cassette keys
- VI If you have been loading an old game, return to the game start/save menu Here select the **Old game** option You will then re-enter the **Shadowfire** mission
- In the event of cassette save/load failure press Run/Stop (CBM 64) or Break (Spectrum)



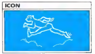
4. Enigma team screen

■ Here are displayed the surviving members of the Enigma Team Move the cursor over the character of your choice and enter your command You will be presented with the chosen character's status screen (Commodore users will note two arrows in the top right hand corner of the screen Select the up arrow to turn the background music on The down arrow turns the music off).

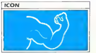
Mission briefing: If this is your first **Shadowfire** mission select the character **Manto.** He is the character at the top of the Commodore display or third from left in the Spectrum display

5. Character status screen

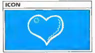
■ Each Enigma character has four screens Status, Objects, Movement and Battle This is the first. The icons show



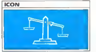
Agility: This bar shows the speed of movement possible for each character



Strength: The green bar indicates the strength (or weakness) of a character It may change length during the mission



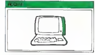
Stamina: This bar is most likely to decrease during the mission! It shows the physical endurance of each character



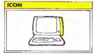
Weight: When a character picks up an object a green bar will appear If the object is too heavy the bar will turn red Simply drop an object(s) to restore the bar to green

Hint: Strength, Speed Agility and Weight are all connected Some characters are stronger some faster some have more Stamina and some can carry more (Consider the hints under each of the character's PROFILES elsewhere in this manual) Weakened characters may recover during the mission

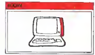
- You will note three different coloured monitor icons on the right of the screen



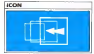
● **Green monitor:** Gives access to the character's Movement Screen



● **Yellow monitor:** Gives access to the character's Objects screen



● **Red monitor:** Gives access to the character's Battle screen

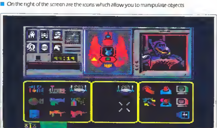


Quit: Select this icon when you have completed a task and wish to return to a previous screen. This icon can also be used to cancel a command.

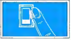
Mission Briefing: Select **Manto's yellow monitor** and enter his Objects screen

6. Objects screen

- You enter this screen by selecting the **Yellow Monitor** icon on any screen connected with the character in play. This screen enables you to command a character to manipulate objects.
- The screen illustrated below, belongs to the **Manto** character at the start of the mission. At left are the objects in the same location as **Manto.** In the middle are the objects carried by the character (there will be none at the start of the mission). Along the bottom a bar will register the weight of objects carried.
- On the right of the screen are the icons which allow you to manipulate objects

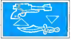


ICON



Activate: To arm a weapons system, start a transporter pad, begin a self-destruct sequence, etc

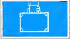
ICON



Ready for use: This icon lets you select which object a character will hold ready for immediate use Move the cursor over the icon desired on either the left or middle sections of the screen and press ENTER The object will appear below this icon

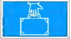
Hint: Make sure you use this icon when you arm a character, otherwise they will be obliged to use bare hands in combat!

ICON



Pick-up: An object Move the cursor over this icon and press ENTER then select the object of your choice and press ENTER The item will appear in the middle of the screen as an object carried by the character

ICON



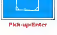
Drop: An object Move the cursor over this icon and press ENTER, then select the object carried and press ENTER The item will re-appear on the left of the screen as an object in the same location as the character

- The remaining icons on this screen are **Green monitor** (Movement screen) **Red monitor** (Battle screen) and **Quit.**

- **Hint:** Tools are normally activated using the following icons **Activate/Object icon.** However specialist objects may require an additional command icon eg The Self Destruct unit (see **Objects briefing**) Such objects are activated using the following icons **Activate/Command icon.**
- Weapons are automatically activated in combat situations, but only if the character has a weapon held at the ready Apply the following sequence of icons to the weapon of your choice which is already carried by the character **Ready for use: Object icon.** The chosen weapon will then appear below the **Ready for use** icon

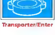
Mission Briefing: Your first task is to beam some or all of the Enigma team aboard Zoff V Ensure characters to be beamed down are armed! If you perform the following commands **on Manto's** Objects screen you will establish a transporter link

ICON



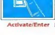
Pick-up/Enter

ICON



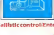
Transporter/Enter

ICON



Activate/Enter

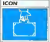
ICON



Ballistic control/Enter

- You will be presented with a choice of three locations From top to bottom Fighter Bay Shuttle Bay (Top) & Shuttle Bay (Bottom) Choose one and press **Enter. Manto,** will be sent aboard Zoff V

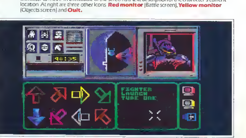
- The commands necessary to beam the other members of the Enigma team aboard Zoff V are as follows

ICON	ICON	ICON	ICON
			
Drop/Enter	**Transporter/Enter**	**Activate/Enter**	**Transporter/Enter**

- A selection of characters will be presented in the middle of the screen Move the cursor over the character of your choice and press ENTER That character will be beamed aboard Zoff V
- **Hint:** Make sure the characters you beam down are armed!

7. Movement screen

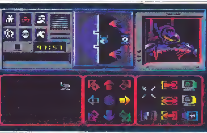
- You enter this screen by selecting the **Green monitor** icon on any screen related to the character in play This screen enables you to command a character to move to another location in the game
- The screen illustrated below belongs to the **Manto** character during the opening moves of a mission At left are a number of arrows The filled arrow(s) show possible directions for the character to move In the middle of the screen is a text description of the character s current location At right are three other icons **Red monitor** (Battle screen), **Yellow monitor** (Objects screen) and **Quit.**

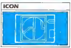


- To command a character to move simply place the cursor over any of the filled arrows and press enter
- **Hint:** You can only move a character in the direction(s) indicated by a filled arrow Occasionally, a character may refuse to respond Either they are faced by a locked door and require a keycard (see **Objects briefing**) or they are about to be attacked

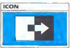
8. Battle screen

- You enter this screen by selecting the **Red monitor** icon on any screen related to the character in play. This screen enables you to command a character to do battle.
- The screen illustrated below, belongs to the **Manto** character during the opening moves of a mission. At left will be displayed characters standing in the location selected. In the middle of the screen are the attack/retreat indicators. On the right are the icons which allow you to command a character to fight or retreat.

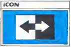




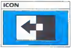
Location scan: This icon enables you to look into a character's current location or adjacent locations. Then you can count or identify other characters. They appear on the left of the screen.



Attack: This icon commands a character to do battle. If they are successful they will advance into the enemy's location.



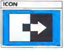
Defend: This icon commands a character to stand fast and do battle.



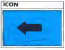
Retreat: This icon commands a character to retire to the next location.

- The remaining icons on this screen are **Green monitor** (Movement screen), **Yellow monitor** (Objects screen) and **Quit.**

Mission briefing: The following commands, when issued through a character's Battle screen will enable you to control a battle situation



Attack/Enter

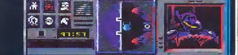


Direction/Enter

- The character's status icon will turn **Purple** (CBM 64) or **Magenta** (Spectrum), indicating they are attacking The battle continues until either your character or their opponent is slain
- **Hint:** Different weapons have different strengths (see **Objects briefing**) Battles are resolved in the same location as a character or between adjacent locations The computer will tell you if a battle cannot be resolved

The mission command screen

- A three section Mission Command Screen appears above the character screens at all times The screen illustrated below is typical


Status icons **View screen** **Character in play**

Status Icons: These change colour according to a character's status

	Commodore	**Spectrum**
Inactive ready for command	White	White
Moving	Blue	Blue
Attacking	Purple	Magenta
Defending	Orange	Cyan
Retreating	Yellow	Yellow
Picking lock (Sevrina)	Green	Green

Character weak	Colours become grey	Colours become more intense
Character dying	Black	Black

View screen: When you select a member of the Enigma Team the iris (Commodore) or blind (Spectrum) opens The character's view screen icon will be displayed in the middle of this window If the icon does not flash the character is alone in the location Otherwise a series of icons will flash on and off, showing the various characters in the location

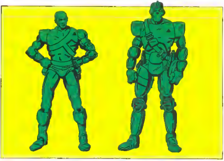
Character in play: This shows the character currently in play

The enigma team – character profiles

■ As mission controller it is your responsibility to ensure that the objective of your mission The rescue of ambassador Kryxix is achieved – at any cost Consider the following data and act accordingly The success of your mission and your future promotion depend upon it

Zark Montor

■ Human Age 38 Status – Team Leader
Background: Recruited to the Enigma organisation after outstanding service in the Empire's legions Battle injuries have left him with many plastoid internal organs and a strong cybernetic arm
Hint: Through knowledge of weapons Expert in un-armed combat Translator



Syyik

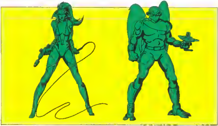
■ Insectoid Age unknown Status – Second in command
Background: Recruited after heroic service in the Empire's legions A ruthless and fearless fighter However has pathological hatred of Zoff who enslaved his home world This could prove a weakness
Hint: Excellent fighter Always wears battle armour Physically strong

Sevrina Maris

■ Human Age 22 Status – Specialist

Background: A persistent and deadly malfactor, with a criminal record ranging from arms smuggling to organised mayhem Recruited direct from the death cell on Kerol, upon Torik s recommendation Fiercely independent and loyal only to herself Caution advised

Hint: Excellent markswoman and locksmith

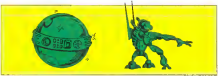


Torik

■ Avian Age 32 Status – Specialist

Background: Notorious gun-runner and galactic free booter. Recruited from the prison cell on Thalus. Associate of Severina Maris Resourceful, capable and cunning individual

Hint: Through knowledge of explosives and weapons Scout



Maul

■ Weapons droid Status – Combot.

Background: Designed to carry many different weapon systems. Self-defense capabilities excellent However, not yet tested in combat.

Hint: Slow moving but well protected

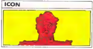
Manto

■ Transport droid Status – Transporter

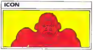
Background: Only member of team with transporter ability Has limited self-defense capabilities..must be protected

Hint: The transport function is vital to the success of your mission

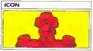
Ambassador Kryxix: Locate the ambassador and beam him off Zoff V — at any cost. (Appears as a green icon on the view screen)



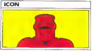
General Zoff: Self-styled dictator of the Cosmos. The Empire will reward the mission-controller who can save Kryxix and apprehend this renegade. (Appears as a magenta or purple icon on the view screen)



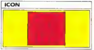
Sky Fortress Captain Churl: Zoff's second-in-command. (Appears as a white or grey icon on the view screen)



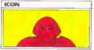
Marshall: Zoff V is controlled by both humanoid and robotic officers.



Marshall icon on Command view screen



Squad leader: Known as 'Targs'. Both humanoid and robotic may be encountered.



ICON

Squad Leader
Icon on Command viewscreen

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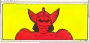


Trooper: Known as 'Bugs'. Both humanoid and robotic may be encountered.

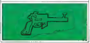
ICON

Trooper icon on Command viewscreen

Mission briefing: Beware the Phantom. Zoff's invisible pet alien roams the starship attacking characters at random.

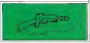
Objects briefing

ICON



Projectile pistol: A light weapon suitable for battles occurring in the same location as a character

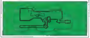
ICON



Lazer rifle: A medium weapon suitable for battles occurring in the same or adjacent location as a character

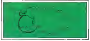
Rocket launcher: Extremely effective when fired into an adjacent location

ICON



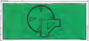
Smoke bomb: This weapon and the GRENADE are most effective when used in the same location as a character

ICON



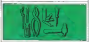
Time delay unit: When the character carrying this object activates it they become the only feature of the game not held in a time lock

ICON



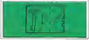
Tool kit: Enables Sevrina to open locked doors

ICON



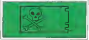
Key Card: Colour coded Allows any member of the Enigma team to open locked doors

ICON



Self destruct card: Used to activate the Zoff V self destruct unit

ICON



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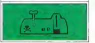
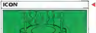


Self destruct unit: When activated the unit begins a four minute (real time) count down to the complete destruction of Zoff V

ICON



Transporter beacon: Can only be operated by the droid **Manto.** The beacon can only be activated after it has been dropped in a location

Final briefing

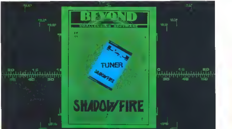
■ We, at Enigma Control, believe this mission is suicidal. However, in the name of the Emperor you are commanded to attempt the mission's objective. Should Kryxix be rescued further orders will be issued to you.

Shadowfire – The official hints and tips on play sheet

The official Beyond guide to playing **Shadowfire** will be published on June 1st 1985. It will contain hints and tips on playing the world's first icon driven adventure from **Beyond**, Denton Designs, Tony Bridge of Popular Computing Weekly, Keith Campbell of Computer & Video Games and John Ransley of Commodore User. For your copy send a large SAE to **Beyond** (Shadowfire Hints & Tips), 3rd Floor, Lector Court, 151 Farringdon Road, London EC1R 3AD

Shadowfire Tuner

And another world first. A software add-on which will enable you to. Alter the Enigma team's strengths and weaknesses, re-locate weapons and objects, map Zoff V and more! We hope to publish this play-aid in August 1985 – watch the computer press for details



POPULAR Computing WEEKLY

If you enjoyed pitting your wits against General Zoff in 'Shadowfire' and you'd like to carry on adventuring, you should be reading **Popular Computing Weekly.**
Popular Computing Weekly is the best selling weekly computing magazine with the latest news on software, hardware, games, adventures and programming for Spectrum, Commodore, Amstrad, QL, Atari and BBC micros

Every week in **Popular Computing Weekly,** Tony Bridge (the Grand Elf and author of this book) supplies solutions, hints and help to benighted adventurers There is also an Adventure Helpline, so if you're stuck in an adventure, one of **Popular Computing Weekly's** 56,000 readers should be able to help you

We are offering 'Shadowfire' adventurers an annual subscription **to Popular Computing Weekly** at a reduced rate of £15 40 (£32 40 overseas), and you can subscribe by completing the form enclosed

Tony Bridge

POPULAR
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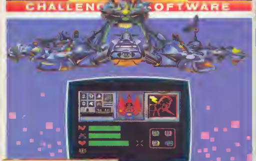
WEEKLY
Black week for Acorn

BEYOND

CHALLENG OFTWARE



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An ambassador with vital plans is held captive aboard a starship You have six characters and one hundred minutes of real time to rescue him

Shadowfire is a new kind of adventure game You can use keyboard, joystick or light pen to enter commands And there are **NO** riddlesome texts Instead your commands are issued through icons (picture symbols) That means non-stop action You'll thrill to the graphics, be inspired by the theme music (CBM 64 only) and gasp at the relentless pace

PRODUCED FOR **BEYOND** BY DENTON DESIGNS